

Water Polo - A guide for table workers

By Kris Jones

Welcome to the wonderful world of Water Polo!

Water polo is the first UIL sport to be added since wrestling in 1999 and the first team sport added since softball was added in 1993..

This is a basic introduction to the equipment used in water polo and how to keep score during a game. There is a lot of information in this presentation, but it is not a complete guide on how to work the tables or keep score. Please familiarize yourself with the equipment and paperwork at the facility prior to the beginning of the game and ask questions to ensure that you have a clear understanding of the expectation.

Thank you for being a vital part of UIL Water Polo and making it a memorable experience for our student athletes, coaches and parents.

Getting Started

EQUIPMENT

Equipment

When you arrive at the desk you need to check and see that you have all of the required equipment to begin the game. The following items are required in order for a game to begin:

- Console for timing/scorekeeping
- Flags
- Scoresheet
- Rosters for both teams
- Shot clocks (Mounted or portable)
- Balls
 - Size 4 for Women's games
 - Size 5 for Men's games
- Air Horns for both benches (Optional)

Equipment



Equipment

- WHITE FLAG
 - Used to signal when the **Visiting Team's** (*WHITE CAPS*) exclusion period is complete and player may return to the field of play
- BLUE FLAG
 - Used to signal when the **Home Team's** (*DARK CAPS*) exclusion period is complete and player may return to the field of play
- RED FLAG
 - Used to signal when a player has reached the maximum amount of excludions (3) and must be removed from the game (Red flag is crossed over other flag in a X formation)



[illegible]

Equipment



Equipment





Score Sheet Instructions

Prior to the game start:

- Ensure the team names are correct (Home/Dark) (Visitors/White)
- Date, Times, Site are listed
- Fill scoresheet with player names (First Initial, Last Name) according to the cap numbers. (If this is not already completed)

The scoresheet is broken into 2 main parts. The top half is for keeping individual stats/information such as goals scored by player and personal fouls. The bottom half is a running log of the game and events that occur. We are going look at the bottom half first.

Bottom Section - Game Log

In this section you will record everything that happen during play. In each box you will record information about what happened during play such as:

- **Time of the event** - This is when the event happened on the game clock. Goal, Ejection, Timeout, etc.
- **Number** - The player that committed the act
- **Team** - Home (**Dark**) or Visiting (**White**)
- **Remark** - This is where you will tell what happens. Water polo uses abbreviation to identify the different thing that happen because the game moves extremely fast and it would be difficult to write out each detail and not get lost.
- **D - W** - This is one of the places that you will track the score. It will be updated each time a goal is scored and will be a running record of the game score.

Bottom Section - Game Log

- Remark Abbreviation:

- **G** - capital G for a goal scored
- **E** - capital E for a player that has been excluded for committing a foul
- **P** - capital P is used for a penalty shot awarded
- **TO** - capital TO used for Time-Out called by teams
- **YC** - capital YC for a Yellow Card that has been issued to a player, coach, team bench, etc.
- **RC** - capital RC for a Yellow Card that has been issued to a player, coach, team bench, etc.
- **B** - capital B for a Brutality foul (This usually results is a player being removed from play immediately)
- **M** - capital M is used for a misconduct foul
- **FM** - capital FM is used for a flagrant misconduct foul

The abbreviations are usually listed on the scoresheet as a reminder and for quick reference. If you are unsure of something or have a questions about what happened, wait for a stoppage in the game and call the referee over for clarification.

Bottom Section - Game Log

Player's cap number

Player's team

Game Score

Game Time

Time	No	Team	Remarks	D - W
4:33	7	D	G	1-0
5:56	7	D	G	2-0
5:18	7	D	G	3-0
4:05	7	D	G	4-0
3:35	9	W	G	4-1
1:29	7	D	G	5-1
1:58	9	W	G	5-2
1:19	9	W	G	5-3
<hr/>				
10:16	9	W		5-4
5:04	5	D	← E	
3:56	7	D	G	6-4
3:56		W	TO	
3:23	8	D	G	
3:15	3	D	← E	

End of Quarter

Remark: Goal (White)

Remark: Goal (Dark)

Time Out (White)

Remark: Ejection

Bottom Section - Game Log

- Because the game can move very quickly at times, staying organized when filling out the log is very important.
 - In the example you can see that in the remarks area they separate dark/white action within the area. Dark to the left side of the column, White on the right. This helps stay organized when transcribing the information to the top section. The more organized you stay, the easier it will be to track the game should if questions come up.

Time-Outs Regular Time Overtime 30-second

REMARKS: G = GOAL E = EXCLUSION P = PENALTY M = MISCONDUCT D = DISRESPECT Dm = MINOR DISRESPECT B = BRUTALITY YC = YELLOW CARD RC = RED CARD TO = TIME-OUT

Time	No	Team	Remarks	D - W
6:33	7	D	G	1-0
5:54	7	D	G	2-0
5:18	7	D	G	3-0
4:05	7	D	G	4-0
3:35	9	W		G 4-1
1:09	7	D	G	5-1
1:39	9	W		G 5-2
1:19	9	W		G 5-3
10:16	9	W		G 5-4
5:04	5	D	G-E	
3:54	7	D	G	6-4
3:56		W	TO	
3:23	8	D	G	7-4
3:15	3	D	G-E	

Time	No	Team	Remarks	D - W
1:17	7	D	G	8-4
3:33	9	W		G 8-5
1:03	7	D	G	9-5
5:14	10	W		G 9-6
4:51	10	D	G	10-6
4:13	8	D	E	
4:13	9	W		G 10-7
3:28	10	W		G 10-8
2:21	8	D	G	11-8
2:21		W	TO	
1:26	8	D	G	12-8
5:9	7	D	G	13-8
3:06	9	W		G 13-9
2:16	8	D	E	

Time	No	Team	Remarks	D - W
1:12	17	W		G 13-10
10:03	7	D	G	14-10
5:40	3	W	E	
3:46		D	TO	
5:19	8	D	G	15-10
5:09	3	W		G 15-11
4:44	9	W		G 15-12
4:31	7	D	G	16-12
4:13	2	W	E	
4:13	7	D	G	17-12
3:37	7	D	G	18-12
3:11	4	W		G 18-13
3:10	3	D	G	19-13
2:20	8	W	E	

Time	No	Team	Remarks	D - W
2:11	4	W		G 19-14
2:03	3	D	G	20-14
1:56	3	W		G 20-15
1:35	9	W		G 20-16

QTR	DARK	WHITE
1ST	5	3
2ND	4	2
3RD	4	5
4TH	7	6
OT		
SD		
FINAL	20	16

REFEREES

1ST [REDACTED]

2ND [REDACTED]

3RD [REDACTED]

4TH [REDACTED]

OT [REDACTED]

SD [REDACTED]

FINAL [REDACTED]

Bottom Section - Score tracking

- One the right side of the score sheet you will see a quarter score tracking box. At the end of each quarter, add up the number of goals scored by each team and enter them in the appropriate boxes. The score tracking box should match the running score within the game score box.

15-10					
15-11					
15-12					
16-12					
17-12					
18-12					
18-13					
19-13					

QTR	DARK	WHITE
1ST	5	3
2ND	4	2
3RD	4	5
4TH	7	6
OT		
SD		
FINAL	20	16

REFEREES

Bottom Section - Game Log

As you can see in the previous slide, things can move very quickly in a water polo game. It is extremely important to pay close attention to what is happening in the water in addition to the referee's whistles and hand signals. We will cover whistles and hand signals later in the presentation.

Next we will look at the top section of the scoresheet. This section will track the goal scored by individual players in addition to exclusion fouls and team timeouts.

IMPORTANT NOTE: The bottom section is the most important part for tracking the game play. The top section acts as a reconciliation and visual reference for exclusion foul tracking. Always fill out the bottom section as the game happens and then update the top section as time allows.

Top Section - Player Log

In this section you will record everything that happen during play. In each box you will record information about what happened during play such as:

- **Cap #** - This is where cap numbers are listed for goalies and field players
- **Name** - List the first initial and last name from Roster
- **Goals by Period** - This is where you list goals by period by individual players. Some score sheets allow for goalie save tracking as well.
- **Personal Fouls** - This is where you track exclusions for individual players for each team. There are a few different way to log personal fouls in the boxes. Some examples are:
 - E/2 - Execution in 2nd period. Most ideal
 - X - Not as effective. You may need to go back and figure out when the exclusion happened.
- **Time Outs** - Timeouts vary by games/tournaments. Mark the period when the timeout is taken in the box (**Q2, Q3, etc**)

Top Section - Player Log

DARK TEAM (Home) Travis

Alt. No.	Cap No.	Name	Personal Fouls	Goals by Quarter						
				1	2	3	4	OT	OT	SD
	1A									
	1	W Smith								
	2	H Varrish					II			
	3	C Asulau	E2							
	4	C King								
	5	KJ Thomas	E2							
	6	T. Sasser								
	7	J Woodruff		II	II	I	III			
	8	T Salazar	E3 E5 E4	I	I	II	I			
	9	R Koudelka		III						
	10	C Nilsson				II				
	11	B. Slicker								
	12	J Schlosser								
	13	Oliver Viera								
	14	Arnold Damiel								
	15									
	16									
	17			5	4	2	1			
	18									
	19									
	20									
	21									
	22									
	23									

Alt. No.	Cap No.	Name	Personal Fouls	Goals by Quarter						
				1	2	3	4	OT	OT	SD
	1A	Jackson								
	1	Eric W	E4							
	2	Ja	E4				II			
	3	Nique B								
	4	Alfred								
	5	Arijun								
	6	Abhay								
	7	Goutham			II					
	8	Srinam	E3	II	II	II	III			
	9	Rud								
	10	Tyler								
	11	Isaiah								
	12	Carson								
	13	Taha								
	14	Afroz								
	15	Bank								
	16	Tristan								
	17	Anten								
	18			3	2		6			
	19									
	20									
	21									
	22									
	23									

Time-Outs

40 40

Regular Time

Overtime

30-second

REMARKS: G = GOAL E = EXCLUSION

P = PENALTY

M = MISCONDUCT

D = DISRESPECT

Dm = MINOR DISRESPECT

B = BRUTALITY

YC = YELLOW CARD

RC = RED CARD

TO = TIME-OUT

Time-Outs

20 30 40

Regular Time

Overtime

30-second

Equipment

Score Sheet

Official Signals

Clock Operator

Flags

TOPIC F

TOPIC G

TOPIC H

Score Sheet - Wrap up

- At the end of the game both the top section and bottom section must match.
- Make sure that the score is logged in the score tracking as well as on the individual player tracking at the top.
- At the end of the game, both referee's must check and sign the score sheet to verify that results are correct and record any major fouls or cards that were issued during the game.
- If you have any questions during the game about a call, foul or score.. ASK. If it's not documented in the game log, it didn't happen.

OFFICIAL SIGNALS

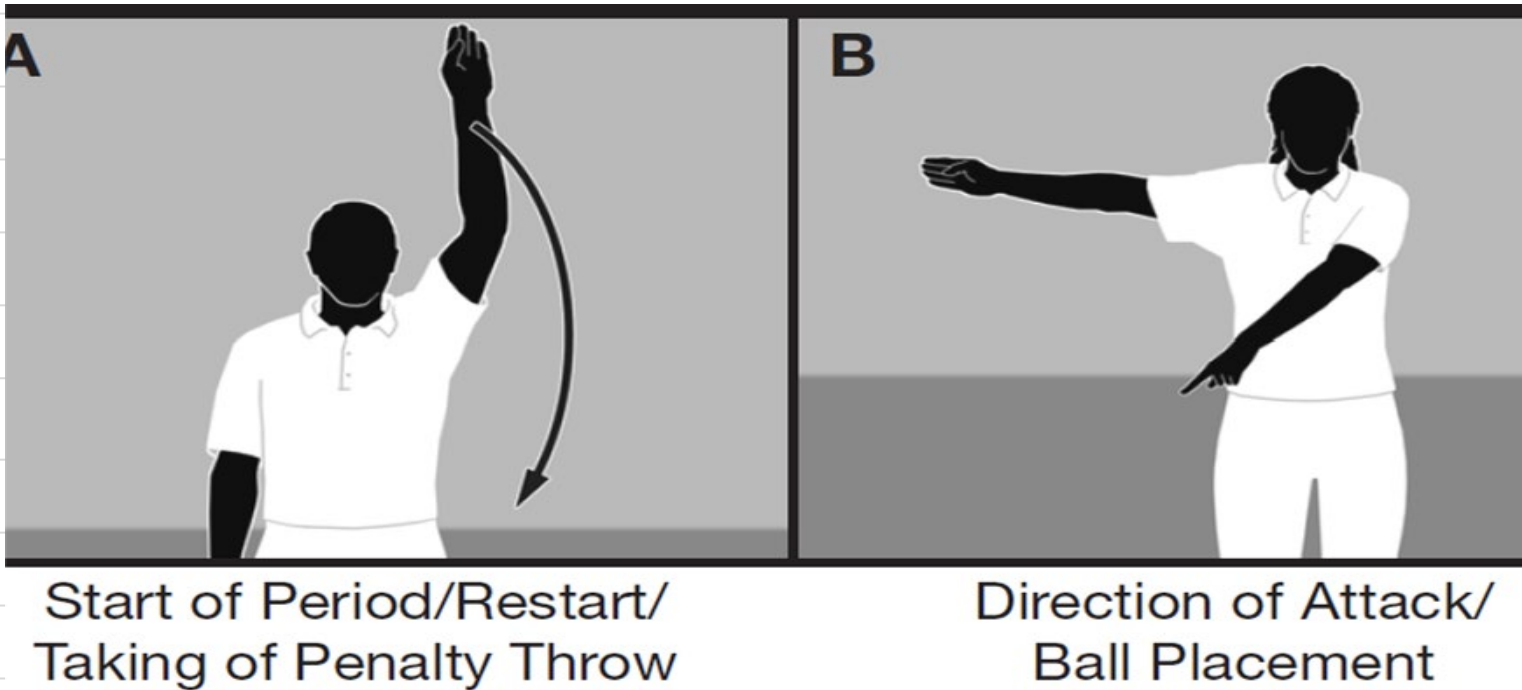
Officials - Whistles

Officials use their whistles to control the game and signal different situations. Every official uses their whistle in different ways, but generally the following signals are used to direct play.

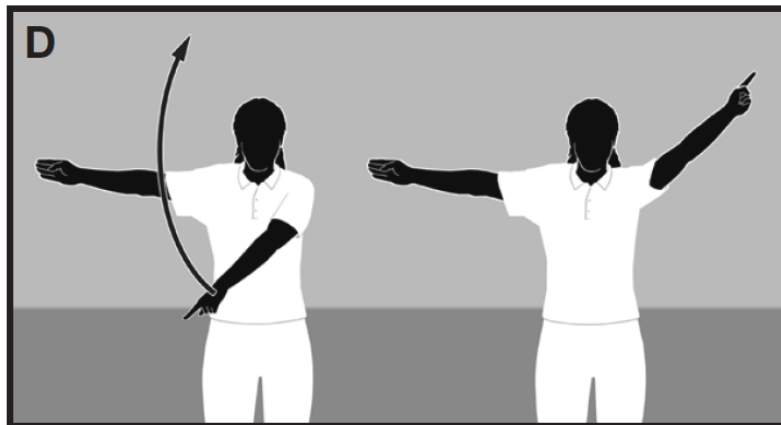
- **One whistle** - Ordinary minor foul, Offensive team get a free pass. Defense must move back from the ball holder until the ball has been put back in play
- **Two Whistles** - Signal a change in possession (turnover). Offense must drop ball wherever they are and move away from the ball
- **Multiple Whistles** - Used to signal a major execution foul or stop the game completely by the officials.
- **Long Whistle** - End of quarter

Officials - Hand Signals

Officials use their hands to signal play direction, fouls and other information to the player and table worker. The next couple of slides show the common signals used:



Officials - Hand Signals



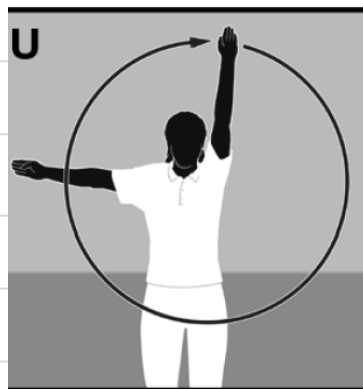
Exclusion of Player



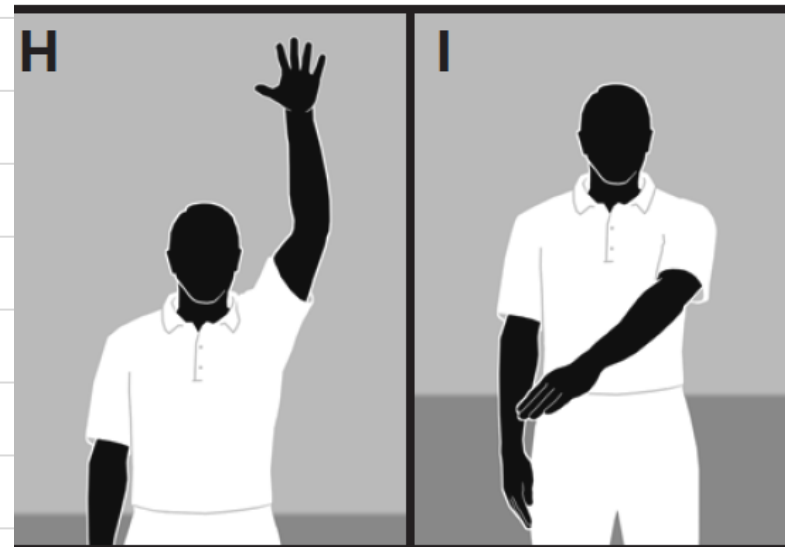
Ordinary Foul
Ball Under



Two-Meter/
Corner Throw



30-Second Shot
Clock Violation



Penalty Throw
(5-meter)

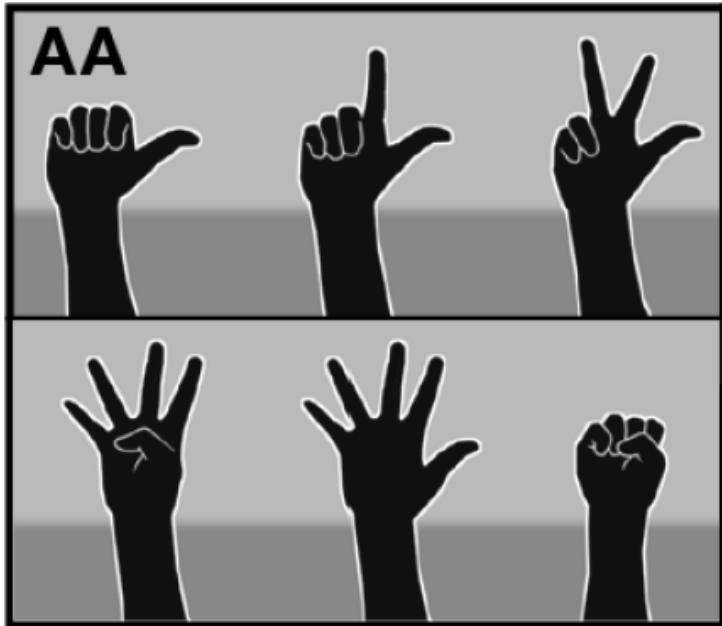
Goal Scored



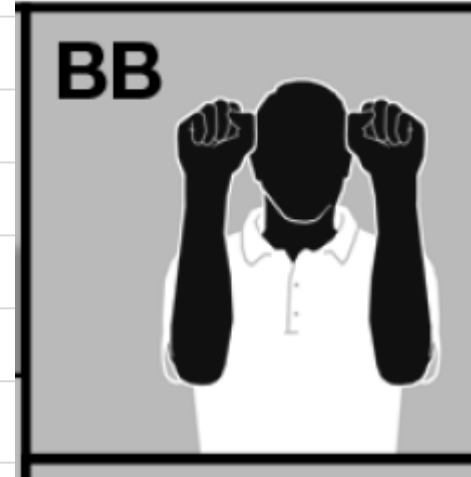
DD. Free Throw Outside 6-Meter line/
Direct Shot on Goal

Officials - Hand Signals

When an official excludes a player or a goal is scored, the official will use their hands to signal the cap number of the player that scored or is to be excluded.



AA. Indicate Cap Number
1, 2, 3, 4, 5 & 10



BB. Indicate Cap Number 20

Equipment

Score Sheet

Official Signals

Clock Operator

Flags

TOPIC F

TOPIC G

TOPIC H

Clock Operator

Clock Operations - Colorado System (CTS6)

The clock operator must be familiar with the console prior to beginning of the game.



Start/Stop
the clock

Change period

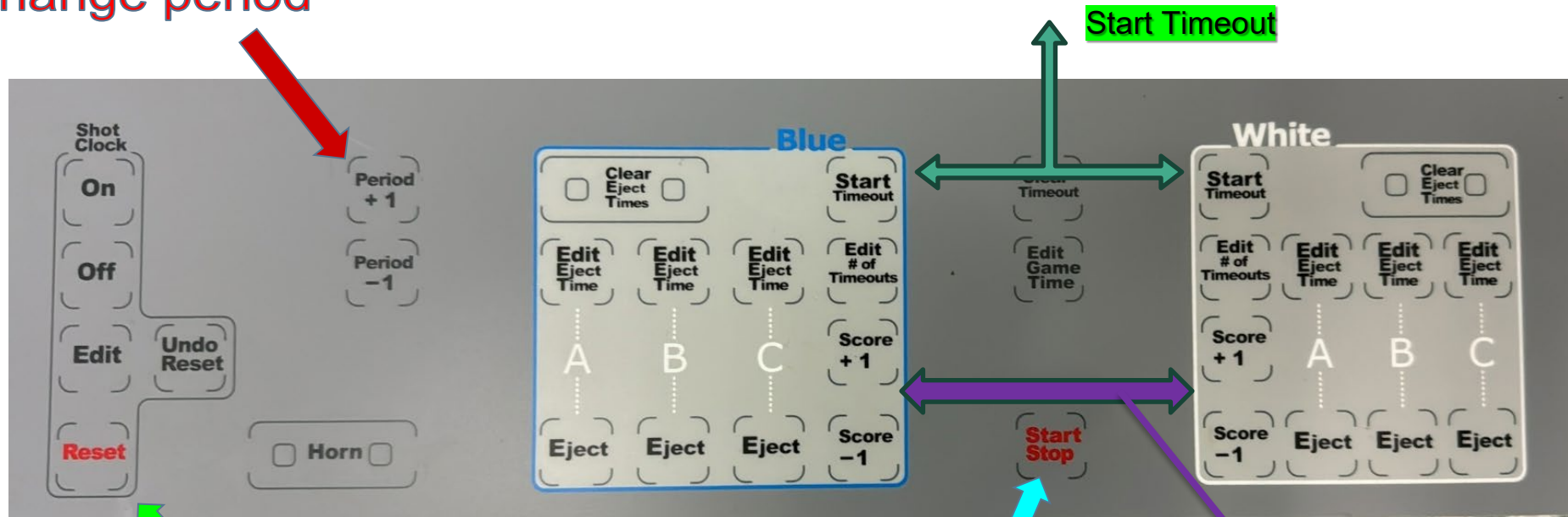
Start
Timeout

Reset shot clocks

Score (+) & (-)

Clock Operations – Colorado (CTS6)

Change period



Shot clock
Reset

Start/Stop the clock


Score
(+) & (-)

Clock Operations - Colorado System



Press to start and stop the game clock. This can also be done with an RSR-1; see RSR in the advanced section, below.

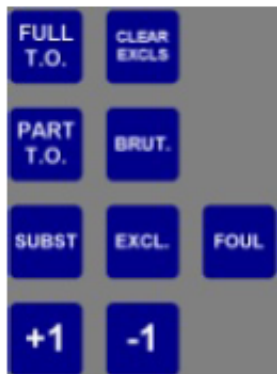


Press to reset the shot clock. If you press this key mistakenly, you can use  to resume shot time.



Press the HORN button to sound the horn manually. It will sound automatically at the end of a period, break/halftime and game, and optionally at the end of a time out and as a time out warning if set in the game set up menu.

Clock Operations - Colorado System



Operations for the home team use the keys on the left; those for the guest team use the keys on the right.




Add points scored with the +1 key; subtract mistakenly added points with the -1 key. If prompted, enter the cap number of the player who scored and Enter.



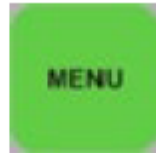
Start the correct timeout with the timeout keys. If pressed while a timeout is running, the timeout will end prematurely.


Clock Operations - Colorado System



Press  to advance to the next period or break between periods. (This key is only active while the clock is stopped.)

Press Run/Stop to start the clock.



To start a new game, press , and select NEW GAME. This cannot be undone, so you'll be prompted to confirm this action.

Clock Operations - Colorado System

EDIT MODE

Press to activate Edit Mode. Next, press the key corresponding to the value you want to edit. Enter the new value with the numeric keypad and press Enter to enact the change. Press Clear to exit Edit Mode without making a change.

Editing game time & shot time: Press Edit Mode and then press Run/Stop to edit the game time, or press the yellow Reset key to edit the shot time. Enter the new value with the numeric keypad, and press enter to enact the change. Times can only be edited while the clock is stopped.

Clock Operations - Colorado System

Running the Game Clock

- Beginning of the game:
 - Clock starts when the first player touches the ball, not on the whistle
- Clock stops
 - Whenever the whistle is blown
 - Ordinary Foul
 - Exclusion Foul
 - Turnover
 - 5 meter penalty
 - Goal Scored
 - Ball out of play
- Game clock does not start until the ball is “put into play”
 - What does that mean.... A ball is put into play when a player creates a separation between the ball and hand (tosses the ball up/makes a pass/etc.)
- When a player gets excluded
 - Clock stops until the attacking team puts the ball in play. This usually happens very quickly so make sure you are paying attention to what’s happening in the game so the game time is accurate.

Clock Operations - Colorado System

Running the Game Clock

- When a goal is scored
 - Clock stops when the official whistles a goal scored and does not start again until the team have reset at middle pool and the opposing team has put in the ball in play.
- Penalties
 - The clock will stop for penalty shots and not start again until the shot has been completed. If the shot is blocked, start the clock immediately. If a goal is scored, the clock will start when the game resumes
- Turnovers, Shot Clock Violations, Out of Play, etc.
 - If there is change of possession, the clock will stop until the opposing team takes possession and puts the ball in place. There will be times when the ball is floating in the pool without someone in possession. Do not start the clock until possession has been taken and put in play.
- Jump Ball
 - The clock will start when a player touches the ball

Clock Operations - Colorado System

Running the Shot Clock

- The shot clock gets reset whenever one of the following happens
 - Change of possession (Steal, interception, Turnover, Ref Signal, etc)
 - A shot is taken on goal (regardless of whether it is made or not)
 - An exclusion occurs (Reset happens when the ball is put into play by the attacking team)
 - A 5 meter penalty (Starts after a blocked/missed shot)
 - After a goal is scored
 - When the ball goes out of bounds/ 2 meter throw
 - After a shot clock violation occurs and the opposing team takes possession
 - Jump ball awarded
- The clock does not restart until the ball is in possession and put in play by a player.
- If a player dumps the ball into a corner, the shot clock is reset (players usually dump the ball because the shot clock was about to expire anyway) but it does not start until the ball is put into play.

Clock Operations - Colorado System

Resetting the Shot Clock

The trickiest thing about operating the shot clock is deciding when a change of possession occurs. Often, there is a certain amount of bobbling of the ball and it is not clear who is in possession. Be patient. Make sure the other team takes clear possession of the ball by swimming with it or passing it before resetting the shot clock. Some shot clock experts advise waiting a tiny bit after you think it should be reset, before actually resetting the shot clock during a game. This is to be sure a reset is the correct course of action. The theory is that being late by a fraction of a second (and uniformly so for both teams) is better than starting too soon and requiring that it be reset, which stops the action and takes time.

Judgment is required for this and game outcomes can depend on it, so it can be anxiety producing. It is easy to make a mistake, and in close games a mistake can be very costly to one of the teams. Sometimes mistakes can be automatically voided (for example, a quick turnover or a shot resets the clock anyway, so who cares what the expired time was on the last possession?).

But, if you make a mistake that can affect the outcome of a game inform the referee and the game should be stopped while the right time is set.

Equipment

Score Sheet

Official Signals

Clock Operator

Flags

TOPIC F

TOPIC G

TOPIC H

FLAGS/SPOTTER

FLAGS/SPOTTER

The flags are used to communicate with the players to notify them when their exclusion time has expired (20 sec)

The White/Blue Flags are used to signal that a player that they may return to the field of play.

The RED flag is used to notify the player/coach/officials that the excluded player has reached their maximum allowed fouls and must be removed from play.

In addition to being responsible for the signalling with flags, you will also be responsible for assisting the clock operator/scorekeeper with capturing scores, fouls and other information.